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PlayStation



# ALONE IN THE DARK

THE NEW NIGHTMARE

DARKWORKS

### **WARNING READ BEFORE USING YOUR PlayStation® GAME CONSOLE**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS**

Still pictures of images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions. Refer to your projection TV instruction manual for more details.

### **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

### **HANDLING YOUR PlayStation® DISC**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other heat source.
- Be sure to take a break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping it in straight lines from the outer edge. Never use solvents or abrasives.

# ALONE IN THE DARK™

THE NEW NIGHTMARE

island, it is also revealed that Aline has personal reasons for going to Shadow Island.

As the pilot prepares to land, the sea plane is attacked by a strange, unknown force. Carnby and Aline have only one way out - parachute to safety.

Carnby lands safely in an abandoned yard, but Aline narrowly misses death while landing on the roof of a vast mansion.

## INTRODUCTION

Edward Carnby, private eye of the paranormal, is back!

When his best friend, Charles Fiske, is found dead off the coast of Shadow Island, Carnby seeks revenge. Carnby contacts Frederick Johnson and agrees to take over the investigation that led to Fiske's demise.

Johnson introduces him to Aline Cedrac, a young University professor, who specializes in ancient Indian languages. Their mission is to find the three mysterious tablets and translate the undecipherable inscriptions. During the flight to the





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## THE CHARACTERS

### EDWARD CARNBY

Of unknown parentage, Carnby was placed in Saint Andrew's orphanage by social workers.

Carnby now works for an agency founded in 1982 by Charles Fiske, a former member of the top secret FBI investigative department, Bureau 713. As Fiske and Carnby are experts in the paranormal investigation into the supernatural is the basis of their activities.

Carnby is not interested in convincing skeptics nor raising awareness; his personal mission is to combat the dark forces at work around us using only his own mortal powers.

He does not possess the parapsychological powers to make him supernatural; his real gift lies in his ability to recognize evil at a glance and instinctively knows how to deal with it.

To some, Carnby may appear cold, indifferent and even obsessive. The few friends he has, however, recognize his integrity and completely trust him.

Height: 6 ft (1.84 m.)  
Weight: 185 lbs (78 kg.)  
Eyes: Grey blue  
Hair: Brown

Distinguishing features: none

Date of birth:

February 29, 1968

Place of birth:

Richmond, Virginia

Father: Unknown

Mother: Unknown

Last known  
address: White  
House Hotel,  
18 Norman Ave.,  
Room 17  
Gloucester,  
Massachusetts



## ALINE CEDRAC

Aline Cedrac was born on June 30th, 1974 in the Boston suburb of Lexington. She never knew her father, as her mother, Mary, never revealed his identity to her. Mary Cedrac returned to France in 1992 after an argument, but Aline elected to stay in Boston to finish her anthropology studies. Mary Cedrac died in an accident in February 1993 and, despite extensive research, Aline has yet to discover her father's identity.

Aline proved to be a brilliant student; her extraordinary memory, along with her deep intuition and diligence, helped her earn a PhD at the age of 24.

She became particularly interested in the study of the Abkani Indian tribe and the recent discovery of the tribe's writing system, which dates back several thousand years. The discovery, which was attributed to Obed Morton, revolutionized the small world of Indian anthropology. Furthermore, it is also the subject of her forthcoming book, which was funded by a research grant.



Height: 5'6"

Weight:  
119 lbs

Eyes: Green

Hair: Red

Distinguishing  
features: None

Date of birth:  
June 30, 1974

Place of birth:  
Lexington, MA,  
USA


Father: Unknown

Mother: Mary Cedrac

Last known address:  
117 Hawthorn Street,  
Cambridge,  
Massachusetts

## STARTING THE GAME

Alone in the Dark The New Nightmare is a one player game. Before turning on your Console, connect the Controller or other compatible peripherals into Controller port 1.

Place DISC 1 into the Console. Use the directional buttons to make your selection, then confirm by pressing the  button.

### DISC 1:

Use this disc to start a new game. Select **NEW GAME** in the Main Menu. To resume a saved game, choose **LOAD SAVED GAME**, then select the saved game you wish to continue playing.

### DISC 2:

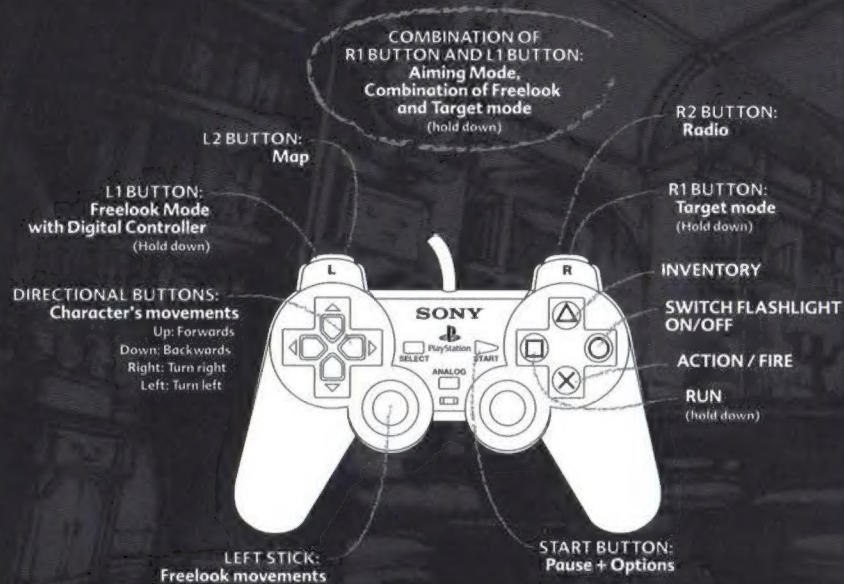
Once DISC 1 has finished, change discs by following the on-screen instructions. Don't forget to save your game to resume a saved game on DISC 2, place this disc in your Console. The next step is to select **LOAD SAVED GAME**, then the game you wish to continue.

**Warning:** Do not touch the sticks when you switch your Console on. This may affect Controller initialization and, lead to a malfunction. If you touch the sticks during the game set-up, switch your Console off, then back on, without touching the Controller.





## CONTROLLER CONFIGURATION



**Note :** With the Analog Controller (DUAL SHOCK), the character switches automatically to Freelook mode when you use the left stick. With the Digital Controller, hold down the L1 BUTTON to switch to "Freelook mode".

## OPTIONS

To display the options menu, select **OPTIONS** in the Main Menu or press the **START** button during the game. Use the directional buttons to move around the menu and confirm your choice with the **X** button.

<b>EFFECTS VOLUME</b>	Adjust the SFX volume.
<b>MUSIC VOLUME</b>	Adjust the music volume.
<b>DIALOGUE VOLUME</b>	Adjust the dialogue volume.
<b>SCREEN ADJUSTMENT</b>	Use the directional buttons to center the picture on your screen.
<b>ADJUST BRIGHTNESS</b>	Adjust your TV brightness control on this screen.
<b>SOUND MODE</b>	Choose between Stereo and Mono sound.
<b>CONTROLLER CONFIGURATION</b>	Select the configuration from the three available options.
<b>VIBRATION FUNCTION</b>	Toggle vibration ON or OFF.
<b>PAUSE MENU</b>	To access this menu during the game press the <b>START</b> button, except during cinematic sequences. In this mode the game is "frozen" (the time counter stops). Select an option with the directional buttons and validate with the <b>X</b> button.
<b>RESUME GAME</b>	To quit the options menu and return to the game.
<b>QUIT GAME</b>	To return to the Main Menu without re-booting the Console.
<b>OPTIONS</b>	To call up the options menu (center the screen, adjust sound volume, etc.).

## ADDITIONAL ACTIONS

### • USE FLASHLIGHT

Press the **Ⓢ** button to turn your flashlight on and off.

When your flashlight is on, use the left stick to switch to "Freelook mode" and point your flashlight in any direction.

Note: "Freelook mode" only functions when the player is stationary. With the Digital Controller, hold down the **LT** button to switch to "Freelook mode".

### • USE WEAPON

With the weapon in your hand, hold down the **RT** button to switch to "Target mode" and press the **ⓧ** button to fire. When you are in "Target mode", your life indicator and ammunition count appears on the screen.

Note: In "Target mode" you can still move, but you cannot run.

By holding down the **LT** and the **RT** buttons simultaneously, you can switch to "Aiming mode": use the left stick to point your weapon in any direction and press the **ⓧ** button to fire.

In this mode, your weapon automatically points at the nearest target.

Note: "Aiming mode" only functions when the player is stationary. With the Digital Controller, use the directional buttons to point your weapon in any direction.

### • RUN

To run, hold down the **Ⓢ** button and use the directional buttons.



### • PUSH AN OBJECT

It is possible to push certain objects (crates, furniture, etc.). Place yourself in front of the object you want to push and hold down the **ⓧ** button. If the object cannot be moved, the character will not begin the pushing animation.

### • CLIMB ONTO AN OBJECT

It is possible to climb onto certain objects or elements of the environment. Position yourself in front of the object onto which you wish to climb, then press the ACTION button. To jump down from an object, position yourself at the edge of the object and press the ACTION button. If the character cannot climb onto the object, they will not react.

### • SCALE WALLS

Unlike Carnby, Aline can scale certain objects in the environment to reach new areas to explore. To scale walls, position yourself in front of the wall and press the ACTION button. To jump down from a wall, position yourself on the edge of the drop and press the ACTION button.

If Aline cannot scale a wall, she will not react.

### • EXAMINE A DOCUMENT

The environments contain numerous documents providing useful information to help you through the adventure. You may have written text or visual documents (such as photographs or paintings) to consult. To examine a document, position yourself in front of it and press the ACTION button to view the document in full-screen.

Written documents:

Scroll through the pages using the RIGHT and LEFT directional buttons.

Note: In most cases, you cannot take the documents with you.



## EQUIPMENT

### • MAP

To view the map, press the **L2** button.

Use this screen to view the map of the site you are visiting. If extra maps are available, use the **R1** and **L1** buttons to display them. Use the directional buttons to scroll through the map and the **△** and **○** buttons to zoom in and out. Use the **×** button to center the map around the character's current position.

### • RADIO

The two heroes each have a walkie talkie so they are in constant contact. To call up the other character by radio, press the **R2** button and if your partner is within receiving range, they will respond with the relevant advice or information.

## INVENTORY

To access the inventory, press the **△** button.

### • CHARACTER'S STATUS

The inventory screen permanently displays the face and life bar of your character.

### • MAIN INVENTORY MENU

The inventory lists all the objects in your possession, divided into several categories. To use an object, select the relevant category with the directional buttons and press the **ACTION** button.

Whatever branch of the inventory menu you may be in, you can return step-by-step to the main inventory menu by pressing the **△** button. Pressing the **△** button several times allows you to quit the inventory and return to the game.

Note : When you enter the inventory, you will always select from the **WEAPONS** category. Use the directional buttons to select an object and press the **ACTION** button. A sub-menu will then appear indicating the possible actions for which the selected object can be used.



### • EQUIP OBJECT

Select the object you want to equip and press the **ACTION** button, then select **EQUIP** from the menu which will appear.

If you select a weapon, your character is then equipped with it. If your character was in possession of a weapon, then this one will automatically return to the inventory.

### • EXAMINE OBJECT

Select the object you wish to examine and press the **ACTION** button. The object then appears close up on the screen. Use the directional buttons and **R2** and **L2** buttons to rotate the object and **R1** and **L1** buttons to control the zoom.

While you are examining an object, a dialogue box will also appear on the screen.

### • RELOAD

If the object you select is a weapon, you can use the **RELOAD** function. When you reload your weapon, ammunition is transferred from the ammunition box to the weapon magazine. The numbers displayed next to the weapon and ammunition icons indicate the amount of ammunition remaining.

### • USE OBJECT

Select the object you wish to use and press the **ACTION** button, then select **USE** from the menu which will appear.

### • COMBINE OBJECTS

Select the first object you wish to combine, and press the **ACTION** button. Select the second object and press the **ACTION** button again. Certain objects need to be combined with others in order to function.

### • SPLIT OBJECTS

Select the object you wish to split, and press the **ACTION** button. Some objects can be split multiple times.

### • CONSULT OBJECT

Select the object you wish to consult, and press the **ACTION** button to view the document in full screen detail. Scroll through the pages using the left and right directional buttons.



#### • HEALTH


The life bar displays the character's state of health and its status changes as you are wounded in an attack. If you are hit while the life bar displays a "DANGER" status, the character may die and your game will be over.

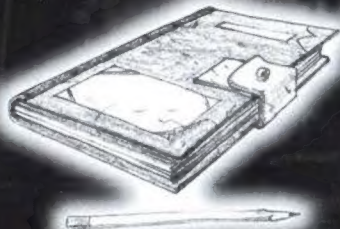
You can improve a character's health and re-charge the life bar by using the First Aid Kit you will come across in the course of the game. Select a First Aid Kit and press the ACTION button then your life bar will increase.

#### • NOTEPAD

During the adventure, you will find many documents and come across information necessary to succeed in your mission, solve puzzles, and get to the bottom of the murky secrets of Shadow Island and the Morton family.

Your notepad summarizes the main points of the information you collect.

Select NOTEPAD in the main inventory menu and press the ACTION button. The notepad then appears in full-screen. Use the directional buttons to flick through the pages and press the  button to return to the main inventory menu.



## SAVE

You can save at any point once you possess a Charm of Saving. Enter the OBJECTS menu and select to use the Charm of Saving. Follow the onscreen prompts to save the game.

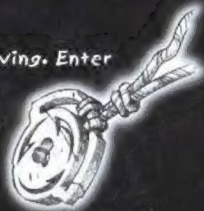
Note: Each time you save, you use up a Charm of saving; as these are rare, make sure you really want to save your game at that point.

Warning: once you have loaded a saved game, the game will resume at the point at which you saved it, but please note that the actions you previously completed in that room will have to be done again.

You must have a MEMORY CARD inserted in MEMORY CARD slot 1 to save a game.

During the saving process, do not turn off your Console, do not open the disc cover and do not disconnect the Controller.

The game uses one free block to save a game.



## CONTINUE GAME

To load a game you have previously saved, insert a MEMORY CARD in MEMORY CARD slot 1 and place DISC 1 or DISC 2 in the Console.

Choose LOAD SAVED GAME from the Main Menu and then select the game you want from those available.

Note: If you do not insert the disc corresponding to the saved game you wish to select, the message "Insert DISC 1" or "Insert DISC 2" will appear.

Follow the on-screen instructions to resume the game.



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In memory of  
Marcelle Demaret.

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### Product Return Procedures In The United States & Canada

In the event our technicians at 425-951-7106 determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

Infogrames Entertainment S.A.  
13110 NE 177th Place  
Suite # B101, Box180  
Woodinville, WA 98072-9965  
Attn: Technical Support  
RMA#: (include your RMA# here)

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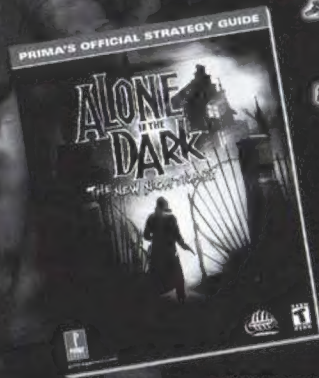
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